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The Backrooms

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Level 230: "The Infinite Library"

VIEW
SOURCE

Survival Difficulty: Class 2e - Environmental

» ☐ Unsafe» ☐ Stable» ☐ Non-Entity Hazards

Description

Level 230, also known as the **Infinite Library**, is the 231st level of The Backrooms, and its largest source of books.

The Infinite Library is mazelike and endlessly expanding, with rooms of varying size that each contain their own bookshelves. The level consists of many towers interconnected by corridors, hallways, bridges, platforms, staircases, and gates. The scale of the towers vary from dozens to hundreds of floors. Some rooms have lamps, candles, and even windows to illuminate the place, with each window displaying different scenes. However, the scenes depicted are not real, and instead illusions. Breaking a window will result in the scene vanishing, and going through the window will bring you to a random room in the library.



Common
environment of the
level.

Many structures and objects possess anomalous properties, as the doors and other connections between rooms may lead to completely separate areas of the library. The buildings themselves seem to float, though the gaps between the buildings are rarely ever seen. There are rare occurrences when the buildings and all of their rooms shift in front of someone. The library continuously changes, always reorganizing itself. Due to this, mapping the level is impossible, and navigating it without guidance is not advised. Many wanderers have been lost forever to the depths of the library, and very little of them to have been found alive were mentally stable.

Aside from its confusing layout, the library is a pleasant and comfortable space. While many rooms have been observed to be in orderly condition, others are seemingly unkept and decrepit. Some rooms are more bizarre than others, such as a chamber with mountainous piles of papers, or places with exceptionally large books. The architecture and design of some rooms may resemble an academy, gallery, or even a mansion.

The library is believed to store all literature known to exist within **The Frontrooms**, and even other realities too. For example, twenty different copies of the *"Lord of the Rings"* have been found from the library; thirteen of them are close to the original book with only minor changes, while seven of them are significantly changed to the point that they could be considered a completely different story from the original.

Entities

The only known entity to inhabit this level is **The Storyteller**, who is presumed to be its owner. According to what known so far, the entity organizes not only the books, but the state of the library itself. He seems to be a psychic entity that manipulates memory and knowledge, and is skilled in shape-shifting and illusion among countless other magical capabilities. Various testimonies and records imply that many wanderers who encounter the Storyteller have their memory wiped of most details. This is believed to be a measure against leaking possibly sensitive information about The Storyteller.

Colonies and Outposts

Due to the unpredictable structure of the library, outposts and colonies here are limited in size and scope. Only two notable groups are known to be established here:

Magus Association

- An elite guild for self-proclaimed mages, wizards, and witches alike.
- Said to only accept those in excellent knowledge of mystical subjects.
- Currently, has thirty-five members.

Voidseeker Cult

- An infamously dangerous cult worshipping the **Heart of the Void**.
- Mainly here in search for the Tome of Knowledge.
- Friendly and supportive only to those that follow their teachings.

Entrances and Exits

The level has many entrances and exits, but most commonly are doors or gates. If you have seen a path with a sign "The Infinite Library" in cursive or any other fancy fonts, then they would likely lead here. The library itself has many similar paths, lead to several levels, with a sign of their titles there. For example, **Level 1** is marked as "The Habitable Zone" there.

Other uncommon way to go in and out of the library are listed below.

Entrances

- Go to **The Hub** and search for the right door. You will arrive at an old station designed in Victorian style, and if you go upstairs, it will lead you to the library.
- Search for libraries in **Level 11** and try to move any of the bookshelves. If you're lucky, you will find a secret path that lead here. The path never stays the same, likely due to the ever-shifting structure of the Infinite Library itself.
- Staying in the Library of Time of **Level 153** may sometimes brings you here. Apparently, the two places are strongly connected. It's theorized that the Library of Time is just a branch of the Infinite Library.
- There is an unreliable entrance in **The End**, where you may find an out-of-place bookshelf. No-clip into it to come here.

Exits

- Search for a fire door and walk the stairs. It may lead you to [Level 0](#), [Level 1](#), [Level 4](#), [Level 5](#), [Level 9](#), [Level 11](#) or any other urban levels.
- Forcefully opening or breaking any of the windows may sometimes bring you to another level, often to [Level -1](#) or anomalous levels such as The Absolute Limit.
- Mess around with the organization of the library, such as trashing the books and moving the bookshelves, and you might be transported to a dangerous level like [Level 111](#) or even [The Void](#) itself.

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